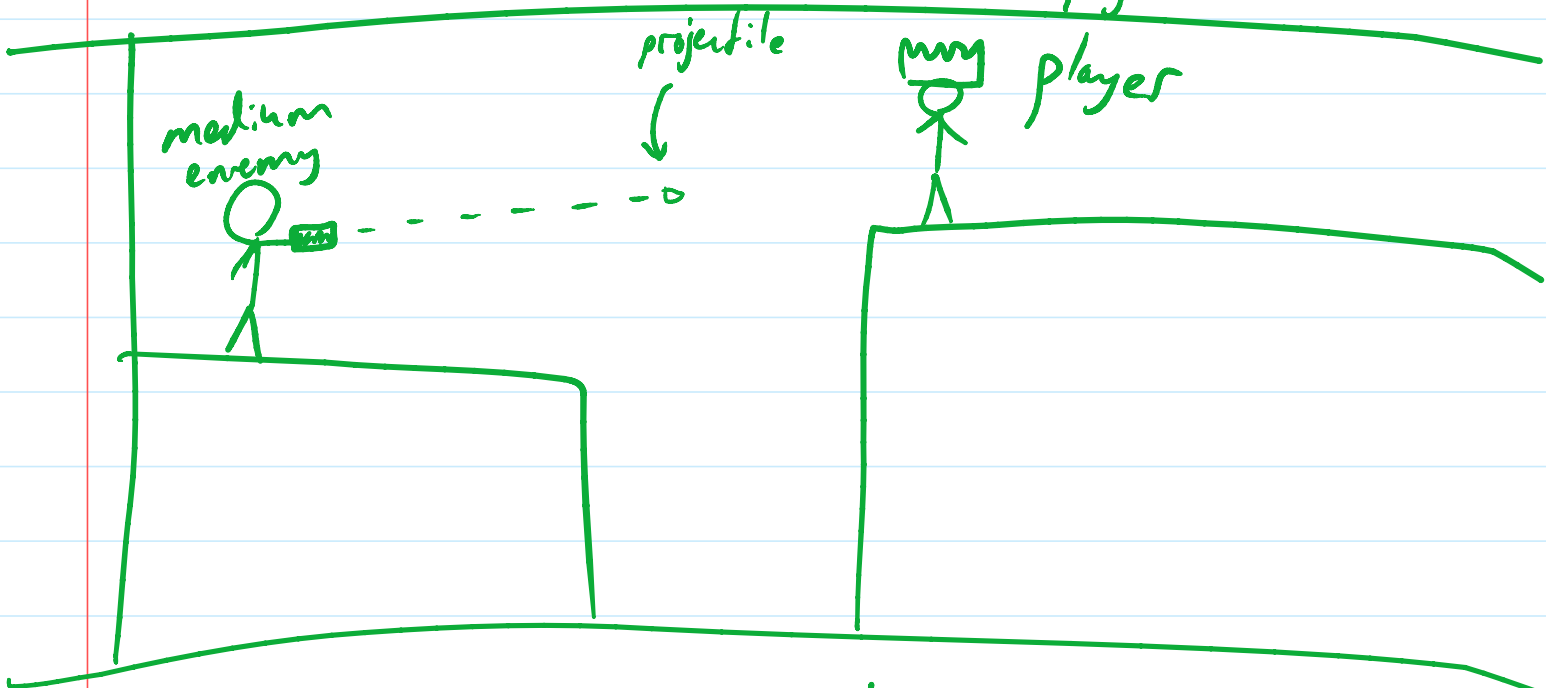


## Smallest Enemy

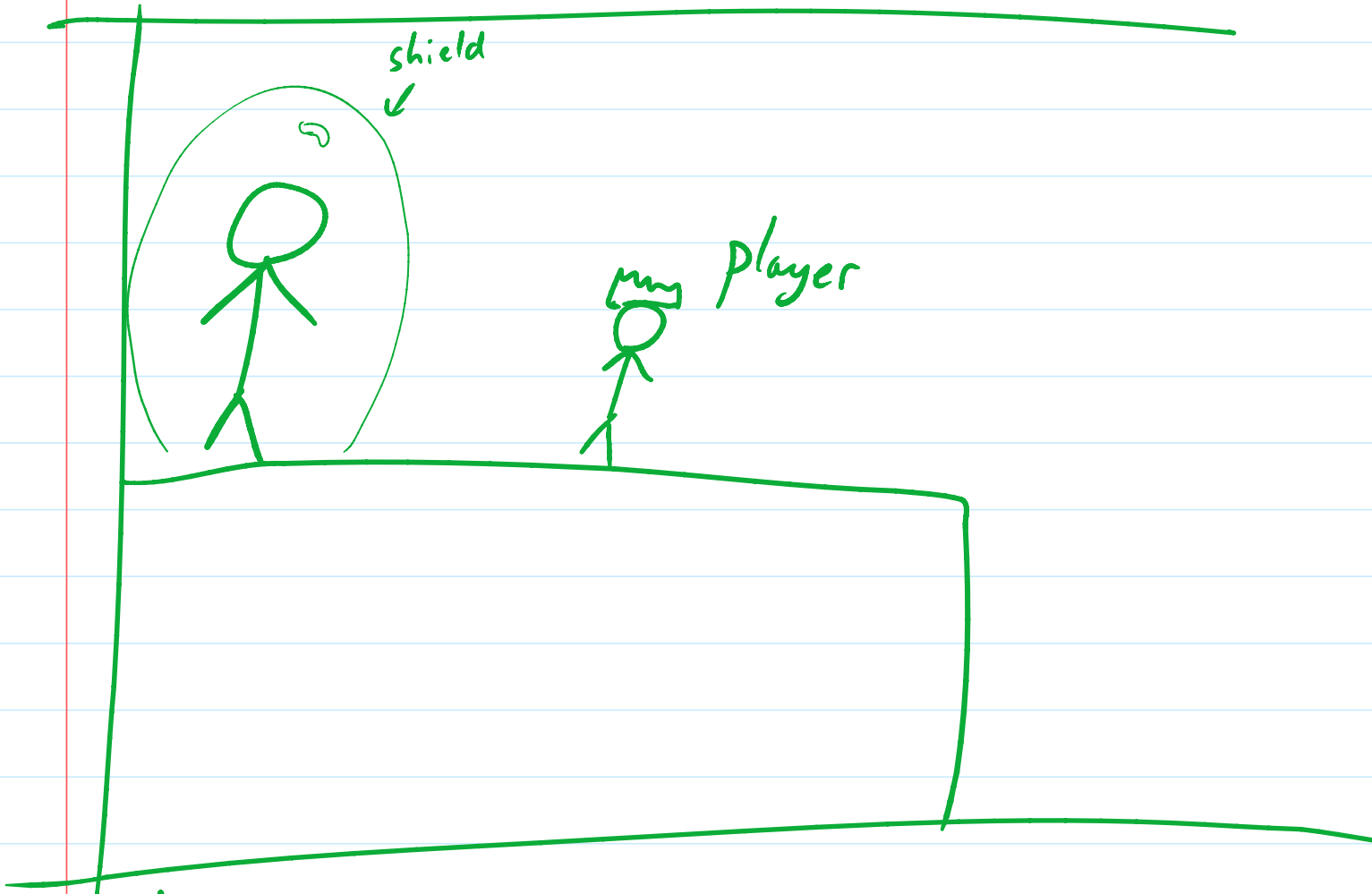


moves left to right until hitting a ledge or wall, then turns around. When player approaches, he dashes at them quickly. touching causes death to player



Same idle movement pattern as light enemy. Chases straight line towards player

Same idle movement pattern as light enemy.  
Shoots straight line projectiles at player  
when they get close enough. touching enemy  
or projectile kills player.



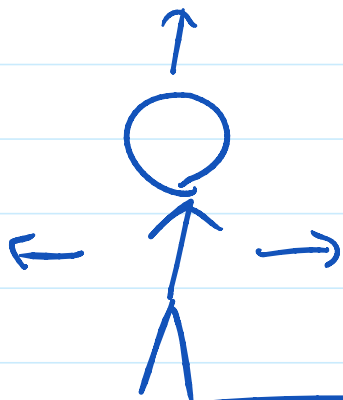
Heavy enemy idle same as others. Shield  
must be "grapple hooked" in order to eliminate  
it. after shield negated enemy can be killed.

Player Movement

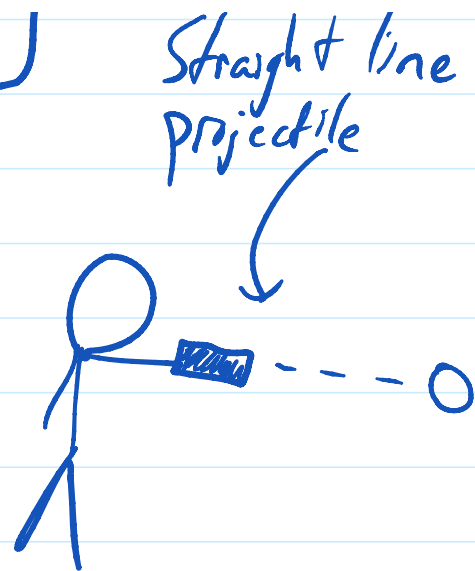
Gun

Straight line

## Player Movement

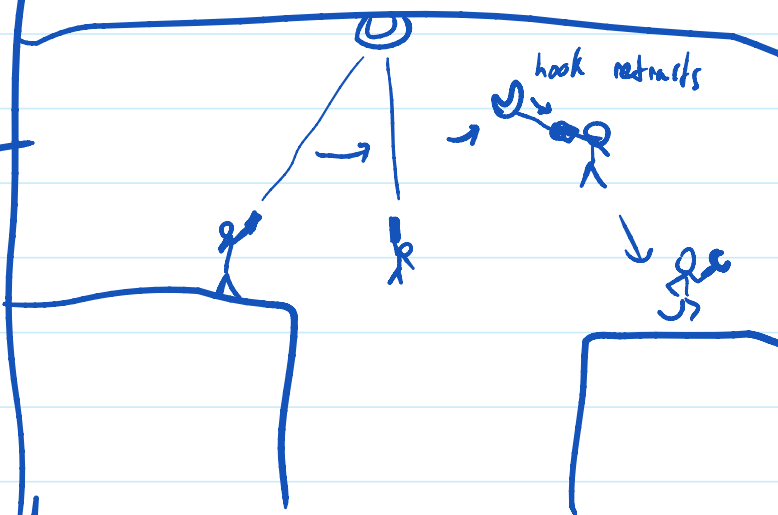
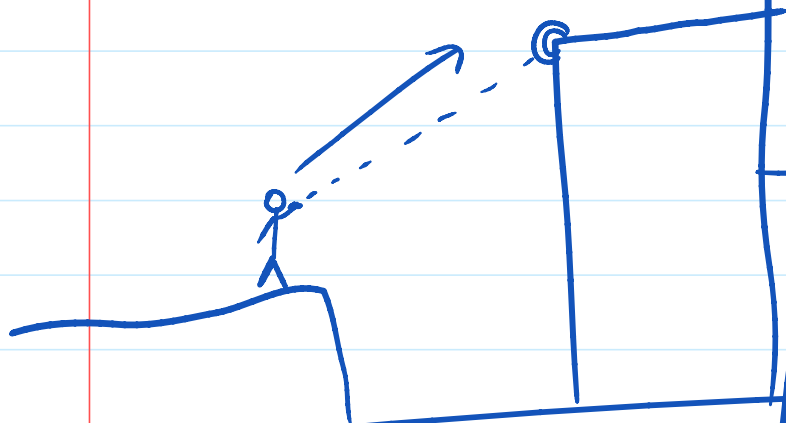


## Gun



Player can move left, right and jump. Upon jumping at a wall, player will slide w/ inertia and then has the option to "wall jump" away from wall

## Player Swing



player can click and hold to shoot straight line hook. Upon contact w/ terrain player is pulled in straight line vector to

player can click to shoot straight line hook. Player can then use his momentum to swing on a multi-jointed rope and click again to release and fall

terrain player is pulled in  
straight line vector to  
destination (up and over ledges) | multi-jointed rope and click again  
to release and fall

